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Image Processing and Its Applications, 1999. Seventh International Conference (Conf. Publ. No. 465) , Volume: 2 , 13-15 July 1999

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2 Motion based object tracking with mobile camera*Kyu Won Lee; Seong Won Ryu; Soo Jong Lee; Kyu Tae Park;*

Electronics Letters , Volume: 34 , Issue: 3 , 5 Feb. 1998

Pages:256 - 258

[\[Abstract\]](#) [\[PDF Full-Text \(452 KB\)\]](#) **IEE JNL**
3 A neural network based recognition scheme for the classification of industrial components*McNeil, A.R.; Sarkodie-Gyan, T.;*

Fuzzy Systems, 1995. International Joint Conference of the Fourth IEEE International Conference on Fuzzy Systems and The Second International Fuzzy Engineering Symposium., Proceedings of 1995 IEEE International Conference on , Volume: 4 , 20-24 March 1995

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[\[Abstract\]](#) [\[PDF Full-Text \(320 KB\)\]](#) **IEEE CNF**
4 Feedforward neural networks to learn drawing lines*Yiwei Chen; Bastani, F.;*

Neural Networks, 1994. IEEE World Congress on Computational Intelligence.,

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Pages:521 - 525 vol.1

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5 Directed spreading activation in multiple layers for low-level feature extraction

Arul Valan, A.; Yegnanarayana, B.;

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Pages:563 - 567 vol.2

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8 The sun as a test source for boresight calibration of microwave ante

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Dong-Chul Park; Young-June Woo;

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Pages:1134 - 1146

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10 Memory annihilation of structured maps in bidirectional associative memories

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Davidson, G.W.; Cumming, I.;

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Pages:611 - 617

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12 X-band low-grazing-angle ocean backscatter obtained during LOGA 1993

Rino, C.L.; Eckert, E.; Siegel, A.; Webster, T.; Ochadlick, A.; Rankin, M.; Davi
Oceanic Engineering, IEEE Journal of , Volume: 22 , Issue: 1 , Jan. 1997
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13 Land cover classification of urban and sub-urban areas via fuzzy nearest-mean reclustering of SAR features

Aiazzi, B.; Alparone, L.; Baronti, S.;
Remote Sensing and Data Fusion over Urban Areas, 2003. 2nd GRSS/ISPRS J. Workshop on , 22-23 May 2003
Pages:62 - 66

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14 Centroid and emittance of a kicked beam in rings

Chun-Xi Wang; Irwin, J.;
Particle Accelerator Conference, 1997. Proceedings of the 1997 , Volume: 1 , May 1997
Pages:360 - 362 vol.1

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15 Application of neural networks in cluster analysis

Mu-Chun Su; DeClaris, N.; Ta-Kang Liu;
Systems, Man, and Cybernetics, 1997. 'Computational Cybernetics and Simulation'. , 1997 IEEE International Conference on , Volume: 1 , 12-15 Oct.
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- 1 [Construction of the planar partition postal code map based on cadastral reGIStration](#)
Friso Penninga, Edward Verbree, Wilko Quak, Peter van Oosterom
November 2003 **Proceedings of the 11th ACM international symposium on Advances in geographic information systems**

 Full text available: [pdf\(847.15 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Accurate postal code maps could play an important role within GIS as the postal code has the potential to link the address description of buildings and their location in a certain global reference system. This relationship is possible in both directions: address matching and geocoding. These operators demand a certain mechanism in translating an exact geometric position (i.e. WGS84 coordinate) into a location indication (town, street, house number) and vice versa. As most built-up parcels are pr ...

Keywords: GIS, skeletonization, triangulation

- 2 [The MAPEDIT system for automatic map digitization](#)

H. H. Holmes, D. M. Austin, W. H. Benson

 July 1974 **Proceedings of the 1st annual conference on Computer graphics and interactive techniques**

 Full text available: [pdf\(11.83 KB\)](#) Additional Information: [full citation](#), [abstract](#)

A system for the automatic digitization of polygon boundaries is described. Digitized map files are created from a driver tape containing identification codes and approximate centroids of polygonal boundaries (e.g., census tracts), and a film image of the map. The digitizer scans on the film plane in an automatic line-following mode, producing the first stage of the map file for the editing system. The MAPEDIT system, which can be used either interactively or in batch mode, reads maps in several ...

- 3 [Location-based services and mobile computing: algorithms: Vector map compression: a clustering approach](#)

Shashi Shekhar, Yan Huang, Judy Djugash, Changqing Zhou

 November 2002 **Proceedings of the 10th ACM international symposium on Advances in geographic information systems**

 Full text available: [pdf\(450.83 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Vector maps (e.g. road maps) are widely used in a variety of applications such as Geographic Information Systems(GIS), Intelligent Transportation Systems(ITS) and mobile computing. However, the relatively large size of vector maps has in some cases negatively


impacted their usage and application in these systems because of the small storage available with mobile wireless devices or the limited bandwidth of the data transportation. In these cases, data compression techniques need to be applied on ...

Keywords: clustering, dictionary design, vector map compression

4 CVEPS - a compressed video editing and parsing system

Jianhao Meng, Shih-Fu Chang

February 1997 **Proceedings of the fourth ACM international conference on Multimedia**

Full text available:  [pdf\(1.38 MB\)](#)

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5 Clustering: Extracting meaningful labels for WEBSOM text archives

Arnulfo P. Azcarraga, Teddy N. Yap

October 2001 **Proceedings of the tenth international conference on Information and knowledge management**

Full text available:  [pdf\(1.72 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



Self-Organizing Maps, being used mainly with data that are not pre-labeled, need automatic procedures for extracting keywords as labels for each of the map units. The WEBSOM methodology for building very large text archives has a very slow method for extracting such unit labels. It computes the relative frequencies of all the words of all the documents associated to each unit and then compares these to the relative frequencies of all the words of all the other units of the map. Since maps may ha ...

6 Model-based recognition in robot vision

Roland T. Chin, Charles R. Dyer

March 1986 **ACM Computing Surveys (CSUR)**, Volume 18 Issue 1

Full text available:  [pdf\(4.94 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)




This paper presents a comparative study and survey of model-based object-recognition algorithms for robot vision. The goal of these algorithms is to recognize the identity, position, and orientation of randomly oriented industrial parts. In one form this is commonly referred to as the "bin-picking" problem, in which the parts to be recognized are presented in a jumbled bin. The paper is organized according to 2-D, 2½-D, and 3-D object representations, which are used as the basis for ...

7 The Quadtree and Related Hierarchical Data Structures

Hanan Samet

June 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 2

Full text available:  [pdf\(4.87 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



8 Three-dimensional object recognition

Paul J. Besl, Ramesh C. Jain

March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1

Full text available:  [pdf\(7.76 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)



A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the

relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

9 The digital Michelangelo project: 3D scanning of large statues

Marc Levoy, Kari Pulli, Brian Curless, Szymon Rusinkiewicz, David Koller, Lucas Pereira, Matt Ginzton, Sean Anderson, James Davis, Jeremy Ginsberg, Jonathan Shade, Duane Fulk
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(10.83 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe a hardware and software system for digitizing the shape and color of large fragile objects under non-laboratory conditions. Our system employs laser triangulation rangefinders, laser time-of-flight rangefinders, digital still cameras, and a suite of software for acquiring, aligning, merging, and viewing scanned data. As a demonstration of this system, we digitized 10 statues by Michelangelo, including the well-known figure of David, two building interiors, and all 1,163 extant f ...

Keywords: 3D scanning, cultural heritage, graphics systems, mesh generation, range images, rangefinding, reflectance and shading models, sensor fusion

10 Automatic extraction of Irregular Network digital terrain models

Robert J. Fowler, James J. Little

August 1979 **ACM SIGGRAPH Computer Graphics , Proceedings of the 6th annual conference on Computer graphics and interactive techniques**, Volume 13 Issue 2

Full text available:  pdf(731.86 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


For representation of terrain, an efficient alternative to dense grids is the Triangulated Irregular Network (TIN), which represents a surface as a set of non-overlapping contiguous triangular facets, of irregular size and shape. The source of digital terrain data is increasingly dense raster models produced by automated orthophoto machines or by direct sensors such as synthetic aperture radar. A method is described for automatically extracting a TIN model from dense raster data. An initial ...

Keywords: 3-d surfaces, Cartography, Computational geometry, Data structures, Digital terrain models, Mapping, Representation conversion

11 Computer Processing of Line-Drawing Images

Herbert Freeman

January 1974 **ACM Computing Surveys (CSUR)**, Volume 6 Issue 1

Full text available:  pdf(3.18 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

12 Contextualizing the information space in federated digital libraries

M. P. Papazoglou, J. Hoppenbrouwers

March 1999 **ACM SIGMOD Record**, Volume 28 Issue 1

Full text available:  pdf(695.20 KB)


Additional Information: [full citation](#), [abstract](#), [index terms](#)

Rapid growth in the volume of documents, their diversity, and terminological variations render federated digital libraries increasingly difficult to manage. Suitable abstraction mechanisms are required to construct meaningful and scalable document clusters, forming

a cross-digital library information space for browsing and semantic searching. This paper addresses the above issues, proposes a distributed semantic framework that achieves a logical partitioning of the information space accordi ...

13 Map integration—update propagation in a multi-source environment


Frank van Wijnngaarden, Judith van Putten, Peter van Oosterom, Harry Uitermark
November 1997 **Proceedings of the 5th ACM international workshop on Advances in geographic information systems**

Full text available:  [pdf\(759.58 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)



14 Multiple representations in GIS: materialization through map generalization, geometric, and spatial analysis operations

Clodoveu A. Davis, Alberto H. F. Laender
November 1999 **Proceedings of the 7th ACM international symposium on Advances in geographic information systems**

Full text available:  [pdf\(76.41 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



Keywords: conceptual generalization, map generalization, multiple representations

15 Geographic Data Processing


George Nagy, Sharad Wagle
June 1979 **ACM Computing Surveys (CSUR)**, Volume 11 Issue 2

Full text available:  [pdf\(4.20 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



16 Data clustering: a review

A. K. Jain, M. N. Murty, P. J. Flynn
September 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 3

Full text available:  [pdf\(636.24 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)



Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into groups (clusters). The clustering problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad appeal and usefulness as one of the steps in exploratory data analysis. However, clustering is a difficult problem combinatorially, and differences in assumptions and contexts in different communities has made the transfer of useful generic co ...

Keywords: cluster analysis, clustering applications, exploratory data analysis, incremental clustering, similarity indices, unsupervised learning

17 From Chernoff to Imhof and beyond: VRML and cartography

J. A. Dykes, K. E. Moore, D. Fairbairn
February 1999 **Proceedings of the fourth symposium on Virtual reality modeling language**

Full text available:  [pdf\(4.32 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)




Keywords: Geo VRML, abstraction, cartography, realism, visualization VRML

18 A survey of image registration techniques

Lisa Gottesfeld Brown

December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Full text available:  [pdf\(5.20 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Registration is a fundamental task in image processing used to match two or more pictures taken, for example, at different times, from different sensors, or from different viewpoints. Virtually all large systems which evaluate images require the registration of images, or a closely related operation, as an intermediate step. Specific examples of systems where image registration is a significant component include matching a target with a real-time image of a scene for target recognition, mon ...

Keywords: image registration, image warping, rectification, template matching

19 A software tool and techniques for converting map data into an object oriented representation

Marie Neal, Mark Neal


November 1998 **Proceedings of the 6th ACM international symposium on Advances in geographic information systems**

Full text available:  [pdf\(757.09 KB\)](#)

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20 Abstracts from the conference on computer graphics and interactive techniques

September 1974 **ACM SIGGRAPH Computer Graphics**, Volume 8 Issue 3

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